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Revising

Hey!! Long time no update, huh.

I've been busy with school and other writing projects, and I completely sidelined this. I've recently seen some people add it to their reading list, so I decided to look over this book.

Most of it is the same as my current ideas, but there are some changes I want to make about it. So I'll be revising this book - making a new cover, organising it, actually updating it and working on the worldbuilding. It's been a long time since Saving Sable was released, almost two years, so if I'm ever gonna write the Empires, I'd better do it now!

Geography

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- The Geography of the Empire

History

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-The history of the Empire

Religion

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- The religion of the Empire

Creation Myth

Once upon a time, the world was new. Untouched; fresh from the womb. It's unknown where the world came from, or who birthed it. Earth came into existence slowly, in fragments, with only the company of her own heartbeat.

Earth, who was known as Priya, was alone in a landscape of blackness. Longing for someone to share this consciousness with, she decided to create. With all her might, she created a breeze, so small it could barely be felt. Until it grew. It swirled, tumbling and crackling. Power radiated from the force she'd created; life was bursting at the seams. Eventually a shape formed and took corporal form.

This took shape into a feline. This feline became a God. His body was translucent, often appearing as only a pair of eyes, or a vague outline of a feline-shaped entity. At the very most, he would be seen with very faint ginger and white colouring. He would always be recognised by his dynamic golden eyes. This feline was made from the wind and now created it. He was not a solid entity. He was as distant as the wind itself, could not always be seen, but could always be felt.
He was named Mih'h, the god of the wind. He was known for his mischievousness and his relentless energy. He was laughter, smolder, and twin fire eyes.

This cat tore the world in two. Dancing and leaping, he was electricity and excitement. He brought charisma and entertainment to Priya. No one could feel alone with his as a friend.

But Priya wasn't satisfied. She liked the energy and wit, but she wanted more. Now she craved the rush of creation.

So she created light. Warmth, soft, and flickering. It danced in a way in which Mih'h did not, in a quiet, mesmerising manner. Light drew everyone to it, it was entrancing. This ball of light grew. It grew and grew and alongside it, a twin was formed. This was fire. It

too, was nice and calm. But it carried intensity, the ability to devour at any moment. The instability and unpredictability was jolting.

And from these twins, one creature took form. With a flickering pelt and kind smile, the god of light was born.
She had two personalities. Hailth was the name of one. The side birthed in light, a side of security and comfort, of trust and consistency. Now the other personality is known as Thliah, one of rage, pain, and glory. A side of fury, and hatred. Those who encounter this side, birthed from the flame, are to be pitied. Thliah wears devastation like a second skin.

Priya found comfort in Hailth, content to gaze upon her and to drape herself inside her light. The two were intertwined, a melodic remedy. And Priya was fond of Thliah too. Her daughter may be deadly, but there was more to her than that. Fire brought warmth and safety, if only it were controlled.

Hailth and Thliah were tall, elegant, and graceful. When Hailth was fronting, she appeared as a tortoiseshell feline. She was mostly black, with slight patches of ginger. It is said that she can dissolve into fireflies. Thliah, whenever she is fronting, has a switched version of Hailth's colouring. Where Hailth is black, Thliah is ginger. Where Hailth is ginger, Thliah is black. Her patterning tends to move up and down her body like fire, her pelt is forever in motion.

But Priya still felt as if something was missing. So she created water. Crystalline liquid flowed from Priya's body. Water swelled and grew, surrounding the land in its saline embrace. It flowed through the land through streams and rivers, turning from salt water into fresh water. From the water, another feline emerged. Small silver fish-scales peep bedazzle their muzzle, and under their eyes.

This creation was the God of water. They were a messenger, blessing those with thoughts and imagination, carrying them from one to another. Their name was Neira. They can dissolve into liquid at any moment.

Priya wasn't done yet. She felt she had much more to create. She had visions of a life in constant motion, a life in which she would never feel lonely again. She decided to bring another god to life. She created roots, clinging deep within the earth. Time passed, unbelievable time. The roots sunk inward, seeds gently feeling the tug of life above the surface.

The other beings told Priya that the creature would never form, that whatever she created must have rotted underneath the surface, that deep within her body, the corpse had long lain. But Priya did not give up on her latest creation, and Hailth didn't either. She warmed the earth with her light, encouraging the creature to join the world. Priya acted as a mother to the seed, coaxing it to the surface.

When it chose to break the surface, the seedling took the form of a tree. It began its rise, growing skyward. Mih'h swept the earth in welcome, delighting it. For once he stood still, watching this new creature with apparent delight. Neira circled it, letting water fall from their body, nourishing its roots. Priya watched her new child with pride, awaiting the creation of the creature slowly forming. Hailth took to this creature, nurturing it with a gentle warmth that persuaded it to grow. But Thliah was growing restless. She couldn't emerge with Hailth as a front, and Hailth insisted she front to constantly care for the tree. Frustration and agitation began to flood her mind. She lashed out, taking over.

When Hailth awoke, she saw nothing but wreckage. The ground was blackened and scorched, and several small fires were still dying. Mih'h was in despair; his attempts to kill the flames had only fed them. Neira had blanketed them in a flood of water, but the damage was done. Hailth remembered nothing, and could only guess what had happened. Thliah had taken over, burning poor Priya's flesh. And at the center of the devastation was the corpse of the tree, a dead husk that had been burned to the ground.

The Gods grieved for months, all trying to salvage the land that had been damaged. Priya slowly healed, but neither Hailth or Thliah were seen at that time. The only thing they knew was that the light stayed the same - never dying, but weakening. Dimming. No matter Neira or Mih'h"s many attempts to find them, she refused to show her face, ashamed of her twin's actions. But Priya felt the cold creep

in, knowing that Hailth was weakening. She called to her daughter, and her daughter resurfaced.

Hailth apologised for all Thliah had done, but Priya wouldn't listen to her child's remorse. "Rest," she whispered. "Let Thliah come out." Priya soothed. Reluctant but too frail to resist, Hailth followed her mother's instructions. Priya spoke kindly to Thliah, reminding her that she had incredible power, but she must learn control and discipline. She must not give in to her destructive impulses.
Upon Hailth's awakening, her sister and brother welcomed her. She felt fresher, but still drained upon waking. Priya explained that the energy of heating the world, containing Thliah, and the time spent on the tree had almost killed her, and had strained her beyond belief. Thliah's strength was perilous, but she needn't be contained, only controlled. Neira could rival her whenever she found herself out of control. Priya reminded them all that despite her nature, Thliah was their sister. And she wasn't always dangerous - sometimes it is healthy to burn.

Priya and her children were happy, but they missed their deceased sibling more than they could say. But, to Priya's surprise, she felt a stirring deep within her body, the feeling of shoots growing, of thousands of roots digging deep. She was confused. She hadn't created any more trees! She and her children watched in wonder as plants, flowers, and trees sprung from beneath the earth. Over time, they grew higher and higher, reaching skywards. Their lost daughter had returned from the dead.

When a creature formed from dirt and sunlight, Priya named her new daughter Ehsyal. She was the plant-life that always renewed itself and survived, growing and healing from the harshest of traumas. She was a brown tabby, with stripes that could stretch from her body like vines. Flowering vines snaked their way up her legs.

But Priya was exhausted. All the creating she had done left her hollow inside. Her bones were sloping inwards, her organs collapsing. She had nothing left to fix her. She was crumbling into internal starvation. The gods were stricken. Their mother was dying. If she did, the world would shatter to pieces. Everything she had worked so hard on would die with her. The gods did the only

thing they could to save her. They lulled her to sleep with sweet songs, firelight, and drifting serenity, and a crafted darkness to soften the blow. The earth was in hibernation. Everything continued as it used to do - just without Priya.

Years and years passed, time piled upon time. Eventually, she wakened in a feverish state and created a new god. A strange one, created in unclarity and fogginess. This god was empty. Concave eyes. Bottomless smile. Worn down teeth. Worthless veins. This god seemed dead and sick, with fur of plain black, with maggots rotting underneath their tongue. They were far from the spectacular and distinctive looks of the other gods. Their name was Lounal, a god of filth. Emptiness trailed from their footsteps.

Priya fell back into her slumber, restful once more.

But this God was different. Priya's sickened state had created a monster. The other Gods tried to help Lournal fit in with them and the order they maintained, but where was a god of filth supposed to fit in?
Neira tried to run streams with them, but she only filled them with pollution. Mih'h tried to help them still the air, but they filled it with smoke. Ehsyal tried to teach them to help grow seeds, but she poisoned them with their touch. Thliah let them harness flames, but they only died when they took a breath. Hailth tried so hard to help them, but alas, light burnt out whenever Lournal spoke.

With a wry smile, with pain ignited in her eyes, the creature left the gods. They found their place with her sleeping mother, awaiting her awakening, begging for her own death. Their fear and hatred of their own being was suffocating. Priya's sleeping state worsened, her breating difficult and shallow. The Gods pried Lournal from their mother's side, telling their sibling that they were only infecting their mother. They must find a place to be where they cannot hurt.

But filth, like flame, cannot be contained, only controlled. Lournal, hurt and suffering spread their filth, flitering out into the oxygen. Hiding under cracks and crevices, drifting along in the pure oxygen, Lournal only continued to infect, and taint. Their brothers and sisters were desperate to help, but there was nothing they could do.

They simply worked tirelessly to keep their mother alive, gathering her strength to fight her illness. They maintained their world, and combated and cleaned the filth that infiltrated their world.

Regardless of new beings, of monsters and holy creations, the Gods maintained the harmony and balance. Priya has not yet abandoned her sleeping state. Empire cats are taught to speak constantly of the world around them, to bring strength to their gods, and in the hope that one day, their Mother will waken.

Culture

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- The culture of the Empire

Society

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- The society of the Empire

The Cities

Unlike the Clans, there is only one Empire. But that Empire is split into several groups known as Cities. Each City has their own camp, but share the rest of the territory. Cities are not like Clans, they don't fight or dislike each other. While their can be rivalries and competition, at the end of the day, cats of the Empire of Hiraeth stand together, no matter what City they belong to. They're like cities in the human world - seperate, but part of one country.
The Cities are split based on values.

The City of Tempest is the City that values bravery. They place equal value on mental and physical forms bravery - facing fears, doing great physicals acts and such. These cats believe that for a cat to be strong and happy, they must challenge themselves.

The City of Luminescence value kindness. These cats believe that being kind to themselves and others is how every cat should live. It's easy for an outsider to assume they're all soft, but that isn't true. There's a dangerous side to kindness. Anything can be justified by kindness.

The City of Lucid value self improvement. They believe that if every cat worked hard to make themselves the best versions of themselves that they could be, if every cat tried to improve themselves throughout their lives.

The City of Epiphany value intelligence. They believe that intelligence is the foundation of society. These cats believe in extending knowledge.

The City of Solitude is the City where cats who cannot choose a City live. This is looked down upon by the Empire. These cats are seen as dirty, as unwelcome, as if there's something wrong with them. There's a great deal of stigma around being part of the City of Solitude, and there are usually only a few members. These are the cats who can't choose what value they care for the most. They're treated as invalid, taken care of by others, usually from the City of

Luminescence. They receive "treatment," given herbs by pryla'ans and guidance from ulnas.

The City of Hiraeth isn't a City in the respect that the others are. This City is where the Noctua, the Iht, and the Aranines reside. This is mainly a place of residence, but it's often seen as the life of the Empire - which is why it shares the name of the Empire. This is because it's where the kits live, the future of the Empire, and the Noctua, the leader.

Ranks

In addition to the Cities, The Empire has many ranks that separate them.

The Noctua is the leader of the Empire. They're the highest authority and the representative of the Empire as a whole whenever necessary. They handle any official ceremonies and are responsible for keeping the Empire running smoothly. The Noctua is required to have kits, who will be their Iht, (their heirs.) This is regardless of their sexual orientation. A cat from any City can become a Noctua, though over time the City of Tempest has had the most Noctuas.

The Iht are the kits of the Noctua. The Iht are trained in leadership, as one is will become the next Noctua. The Iht undergo vigorous training, and spend their entire lives competing against their siblings, proving that they are the best. Everything is a challenge, and the Noctua is always assessing them. Some challenges are public spectacles for the Empire to watch. Cats choose their favourite Iht and root for them. Their lives are seen as entertainment by the others in the Empire. The Noctua keeps an official ranking of each Iht. Some are knocked out of the competition altogether. Eventually when the Noctua is dying, they name their successor. It is customary that the Iht in first place becomes Noctua, but on rare circumstances, another is chosen. If anything happens to the Noctua, the second Iht takes over. The Iht are from a variety of Cities.

The Ushul is a council of cats from all different ages and Cities. Their job is to keep the Empire fair. They guide the Noctua in making decisions so that power doesn't belong to just one cat. They observe issues occurring in the Empire and take them to the Noctua and discuss solutions. Their main job is this discussion. They talk through major conflicts, bring forth laws and such political matters. If a Noctua is acting unfit the Council are able to unanimously stand together and oppose them. If this occurs, the entire Empire gets involved, sharing opinions.

The Ulna are the seers of the Empire. They communicate with the afterlife and the Gods through prophecies and omens, and perform many spiritual rituals. Occasionally an Ulna will become a medium and be possessed by a God, but this is incredibly rare and in extreme circumstances. The Ulna are highly respected and must dedicate their entire lives to the Gods. They live a life of complete unselfishness, and must vow chastity. They're able to have friends outside of their rank, but it's often discouraged. They must be very disciplined as they have their own set of rules. Everything they do is done as a collective. There is only a few Ulna at any given time. They are highly respected among the Empire and seen as very strange and mystical. Some cats are even afraid of them. Ulna are often very close to each other. A cat cannot choose to become an Ulna; they are instead chosen through prophecy and omens. Cats can ask to become Ulnas, and then it comes down to the Head Ulna. The Head Ulna also has the ability to request a specific cat become an Ulna if the majority of the Ulnas agree. All Ulnas go through intense training and only the best can truly become Ulnas. Cats from all Cities become Ulnas, but there's commonly more from the City of Lucid.

The Scrai'i are the keepers of history, of tradition, of language. This rank is dedicated to keeping the Empire as the Empire. While cultural evolution is encouraged, Scrai'i ensure the Empire keeps to it's roots. They teach the Old Tongue, the ancient language of the Empire. They tell stories and keep history alive. They keep record of important events through bone carving and wall paintings. They often perform spoken word poetry and plays of certain events. There is no official training for this rank, though cats must learn Old Tongue and be able to paint. They spend a lot of time with Lapith and Ef'fih (kits and apprentices.) Cats choose to become this rank, but it's rather small in numbers. This rank is usually favoured by cats from the City of Epiphany and the City of Lucid.

The Seica is another smaller rank, in which cats from any City will journey either alone or in groups outside of the Empire to extend their knowledge. Usually they encounter other societies of cats to learn about them, seeing what works for them and what doesn't. They take this information back to the Empires and if applicable, apply it to their own way of living. They extend their herb

knowledge this way, their laws, even inviting new blood into the Clans. Most commonly they observe cultural practices and traditions. Seica have their own set of rules about what they can interfere with and what information they can share with outsiders. Their major rule is that even if they disagree with certain rules and practices, they cannot change another cat's society. This is a rank cats can choose, and training includes survival skills, problem solving, and even philosophy (when is it right to intervene in a situation, etc.) When not going on journeys, Seicas work to implement their discoveries into Empire life, and help out in other ways. They usually serve as messengers between the Cities and hunt when needed. This rank is pretty balanced between all Cities.

The Hyrn makes up the bulk of the Clan. This rank consists of the hunters and the fighters of the Empire. While all cats learn basic hunting and fighting skills, Hyrns specialise in this. There are two branches of the rank, hunting and fighting. The hunters hunt for the Empire, spending their says providing food for the cats in their Cities. The fighters handle predators such as lynx and beavers. It's rare that there are any hostile cats threatening the Empire but when this occurs, fighters go and deal with then. Whenever there is a need for more hunters or more fighters, the two branches merge as the hunters and fighters have enough skills in both branches. Ef'fih train in both areas until they choose one and complete an assessment. This rank is pretty balanced, though the fighting branch is predominately made up of cats from the City of Tempest, and the hunting branch usually has a large number of cats from the City of Luminescence.

The Pryla'an make up another large part of the Empire. These are the healers, handling herbs. As the Empire is so large, it's important that there are many healers to handle any sicknesses and injuries. As there isn't many conflicts with hostile cats there is less need for healing those sorts of injuries, though there are many other predators to deal with. Pryla'an often have specialties - some cats like to experiment with herbs, some like working with kits, some like working with mental health. Specialities are not requirements and it's up to the individual what they want to do, though all are needed to help with general sicknesses and injuries. Ef'fih can choose whether they want to pursue this field. This rank is favoured

by the City of Luminescence and the City of Epiphany.

Ef'fih are the apprentices of the Empire. These are the young, figuring out what they want to do. Upon becoming an Ef'fih at eight moons, they choose which rank they wish to become. They can swap around and change if they wish. All Ef'fih are must rotate around each City and experience the life of each one before eventually choosing which City they wish to live in before they can become a full member of their rank. This is a more permanent decision. They are not trained by any one cat, but instead many different cats.

The Aranines are the mothers of the Empire. These are the queens expecting Lapith or currently nursing them. Some cats choose to become Aranines permanently. This is not restricted to gender. They must help expecting mothers and look after the Lapith. All Aranines share one nursery located in The City of Hiraeth. Mothers co-raise kits, and form close bonds with each other. It's their job to teach their Lapith about the world around them. Permanent Aranine positions are most commonly cats from the City of Luminescence.

The Lapith are the kits, and they all grow up together in one large nursery. They often form close and lasting bonds with each other as they're all raised together. This is the stage where they play and learn about the Empire. They must choose which rank they wish to become before the age of eight moons, when they become Ef'fih.

The Olnae are the elders of the Empire. Upon retiring they are allowed to give up duty and spend their days doing what they like - hunting, playing with kits, guiding Ef'fih, whatever. They are regarded highly for their service and are looked after by the entire Empire. They can be from any City.

The Che'e. This is a secret rank managed by the Noctua. Only the Noctua, the Ulnas, and one or two members of the Ushul know about it at any given time. The Che'e are a small group on assasins who kill cats whenever the Noctua decides it needs doing. They were created by a Noctua a few generations ago. Che'e usually kill any cat who is deemed a threat to the Noctua or the Empire system. Occasionally they kill outsiders. Cats of this rank are chosen by The

Noctua. They go through long training, learning how to conceal their work and how to kill. If a cat refuses the job, they're killed so they can't share the secret. They maintain a normal rank and life outside of this. Cats most commonly part of this rank are from the City of Tempest and the City of Epiphany.

Traits of the Empire

This is a very general overview and other chapters will go more in depth into specifics about the Empire's culture. More may be added to this chapter in time!

P H Y S I C A L

It's easy to tell if an Empire cat has outsider genetics if they have short fur. The majority of Empire cats have long fur due to the cold climate that they live in. Their fur is thick, perfectly suited to keep them warm during the harsh winter months. As the Empire are open to outsiders, there's a blend of short and long furred cats, though the long furred cats greatly outnumber the short furred cats.

The Empire is a jumble of pelt colours. As their backgrounds and genetics are very mixed, cats of all pelt colours inhabit the Empire. The most common pelt colours are brown tabbies, black, white, ginger, and torties, though colours from all under the sun pop up. White markings are also quite common. More uncommon colours include colourpoints, and any purebreed specific traits, though they, of course, pop up every now and then with former kittypets joining. Tabby patterns are common, particularly mackerel and classic tabbies. Spotted is less common but certainly prevalent, while ticked is very rare.

The most common eye colours are yellows, greens, and hazels, though orange hues aren't uncommon. The only uncommon eye colour is blue, but even then it isn't rare, as there are plenty of cats with a lot of white spotting, or purely white cats, to blend in with the snow

All pure empire cats have a similar body type. They have rather short, compact bodies, with short legs and large paws. They tend to have short extremities, like their ears and tail, all of which help with limiting exposure to the cold and tempurature regulation. Those with a kittypet origin tend to have the more lithe, slender, and tall looks. Cats from The City of Tempest tend to be the most

muscular out of the lot.

All in all, Empire cats are a varied group and can't easily be identified by their outward appearance.

Cats identify which City they're from by necklaces. Every Empire cat gains a necklace when they choose a City and become a fully fledged member of the Empire. They're made out of weed, and charms are made out of rock, bone, feathers. A raven feather is worn by TCoE, an osprey feather is worn by TCoT, a chickadee feather is worn by TCoL, and a jay feather is worn by TCoA. A cat can recieve engraved bones for special service to the Empire.

Higher ranking cats also have a crown, worn at all times unless hunting or fighting. They are woven from plants and adorn with flowers.

V A L U E S A N D B E L I E F S

The Empire is split into Cities based on values. What a cat values the most, regardless of their actual character, defines where they end up. These values are kindness, bravery, self-improvement, and intelligence.

The Empire are deeply proud of their society and who they are. All cats are expected to share this love and pride, which can cause issues when cats have genuine societal criticisms. Contribution to the Empire is valued. A cat is defined by how much they give back to their society. The more a member contributes, the more the are respected and liked. Someone who does not contribute very much to the wider community is looked down upon by the Empire society.

Empire cats value community and connection. Cats are expected to bond and care for others. If a cat is a loner, they're generally considered as if there's something wrong with them - if they don't have friends or family around them, they've done something wrong to cause that. They're a collectivist culture, valuing the needs of a group over an individual. To put oneself first is often seen as selfish, though the degree of this differs from City to City - The City of Tempest puts a lot of emphasis on individual bravery, and The City

of Augment revolves around the belief that if eaxh individual was the best version of themselves, the better off the society as a whole would be.

The Empire values hard work, dedication and diligence to one's rank, City, and The Empire as a whole.

The Empire is very welcoming. Their beliefs around outsiders is "the more the merrier!" The Empire likes to share their culture and grow their numbers, and therefore welcome as many outside members to join their ranks as they can. They're less celebratory towards those who want to leave the Empire. Cats are allowed to leave, but it is seen as a great disgrace to do so, and cats who do are seen as traitors, the lowest of the low. If a cat leaves the Empire, they are not welcome back.

Community

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-The community behind the Empire

What is the community section?

The community section is where you get to add in your input! I'll post chapters on a topic where you can comment your opinions and ideas. You can comment "headcanons" under any relevant chapter.

As well as this, I'll try to make things more interactive and fun! I'll have a "what city would you be in" quiz, a build-your-own-empire-cat, things like that.

Comment ideas for topics and other fun things!